



Open Game Design SRD

Created by M Stephen Joy

Open Game Development System Resource Document

1.0

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1) Players are the humans at the table. They take on a hero persona and play the game through that persona, hence forth known as a **player hero or just hero**.

2) One player takes on the role of GM (Game Master) and is responsible for running the world in which the heroes exist. This includes monsters and other heroes. Heroes run by the GM are henceforth known as **no-player heroes or NPH**.

3) **Actions** are resolved with die rolls. A die is annotated as “d” followed by the number of sides the die has; as in d10 would mean a single die with ten sides. If more than one die is to be indicated it is prefixed with the number of dice; as in: 2d10 would mean two ten sided dice.

4) This system resolves actions with the sum 2d10 die rolls. A GM may however wish to use other dice or combinations of dice. This is acceptable so long as the dice are used consistently for all **resolution rolls (RR)** in game. Some acceptable combinations may include: 3d6, 2d12, 1d20, 1d24. Be sure to ask the GM what die or dice they use before play. Here is a short list of pros and cons for each die or dice combination:

3d6 – low average rolls that land on a bell curve that will make the game harder but more stable

2d10 – average rolls that land on a bell curve that will make the game more stable

d20 – no average that will make the game unpredictable and less stable

2d12 – higher average rolls that land on a bell curve that will make the game less difficult and more stable

d24 – no average that will make the game unpredictable and less stable but higher outcomes will make it easier.

5) A hero consists of 6 **Attributes** and attributes are generated by rolling 2d10 for each. Depending on the race chosen by the player for their hero some attributes may have an **advantage** or a **disadvantage**. An advantage means 3d10 are rolled and the 2 highest dice are summed (added together). Disadvantage means 3d10 are rolled and the 2 lowest dice are summed. Before rolling a hero's attributes the player will need to choose a race for their hero. Just like the RR in section 4 the GM could decide to use different dice to generate attributes. Make sure to ask which dice they use to generate **attribute scores**.

6) Example race attribute dice:

Elf – advantage AG and PR, disadvantage EN

Dwarf – advantage EN and WP, disadvantage AG

Human – no advantages or disadvantages

Goblin – advantage AG and IN, disadvantage PR

Half-fellow – advantage AG and PR, disadvantage ST

7) the six attributes that define a hero are listed followed with alternative namings:

Strength (ST) – Brawn, Muscle, Might, Physicality

Agility (AG) – Speed, Fast, Dexterity, Balance

Endurance (EN) – Fortitude, Grit, Constitution, Mettle

Intelligence (IN) – Brains, Education, Mind, IQ

Willpower (WP) – Discipline, Drive, Wisdom, Insight

Presence (PR) – Looks, Beauty, Charisma, Charm

8) The player should write down Their hero's name and race followed with the six attributes on a sheet of blank paper, It is recommended that the player use pencil as some values may change over the course of play. The player then needs to generate each attribute by rolling the applicable dies for the race they chose. It is recommended that this be done in front of the GM.

9) The player then needs to note down the **attribute bonus** beside each attribute. This is found by taking the attribute score and subtracting 14. Write the result beside each attribute. It should be noted that scores lower than 10 may generate negative values and are called **attribute penalties**. You should ask your GM if they are using penalties as some don't like penalties. If you wish to use penalties simply subtract ten from any attribute lower than ten to find the penalty.

10) The player should write at the top of their page the word **Hits** and **Damage** beside it (Hits/Damage). The hits measure the life and vitality of the hero. Should the hero gain more wounds than they have hits they are said to be **wounded**.

11) All heroes begin play with **d8 Hits**. They also add any EN attribute bonus or penalty to this roll. If the result is 0 or less the hits are considered to be 1 (hits cannot be lower than 1). A player may opt to take a score of 6 instead of rolling. They will still add their hero's EN bonus or penalty to this result.

12) Hero's have a **Defense** hereafter known as **Def**. Def is how hard it is to hit the hero. The hero's default **Naked Def** is 8 plus their AG bonus or penalty. If the hero has magical protections or wears armor the hero's Def will increase accordingly. The player should write Def on their hero's sheet at the top and underneath note it's naked default value. If the hero wears armor or has other Def bonuses they should be noted underneath along with the bonus they give.

13) The player should also find a place to write **HP** (Hero Points) on their Hero's sheet. HP starts at zero but as the player adventures and gains life experience their HP will increase. The GM may have different ways of calculating a hero's life experience like counting monsters and obstacles overcome or by keeping track of how much gold the hero finds. Those methods are great but the games default is to give 1-2 HP for each accomplished goal and a bonus HP for role-playing well (using funny voices and costumes help). As a hero explores the world and gains HP it may be spent to increase attributes, join **guilds** and increase **guild levels**. For now the player needs to know they will need to keep a grand total of their Hero's HP as well as a running record of what they have spent it on. Hero's should earn 2-4 HP per session.

14) **Resolution Rolls (RR)** are made by the player on behalf of their hero. RR are at the heart of this systems mechanics. Make sure you know what die the GM has decided to use for their game. The default roll required is 12+. This means you will need to roll the RR die above 12 to resolve most **tasks** like climbing walls, finding traps, or anything else. Tasks are actions your hero has resolved to do. The GM may decide a task is more difficult than a mere 12+ and increase the value. This value is called

difficulty. Tasks less difficult than 12+ shouldn't be rolled for. Your hero can mostly just do them.

15) All hero's can begin play belonging to a **guild**. Other names for guild might include: profession, job, class, or trade. Most guilds have requirements to belong that must be met by the hero. Some even have codes of conduct and other expectations, so choose your hero's guild carefully. Once you have chosen a guild for your hero note its name down and any other relevant information. Your hero will be **level 0** (novice) in the guild and so will only have some **abilities** to start. As the hero gains HP they can purchase new levels to unlock new abilities. The player must keep track of what level each of their guilds is currently at. Hero's can belong to multiple guilds so long as they don't conflict. Guilds conflict when the requirements of a guild preclude another guild. For example if a guild prohibits the use of swords and another only uses swords then the guilds conflict and the hero can only actively play as one or the other for the purposes of the game session.

16) Example Guilds

Swordsman

A tough and hardy hero dedicated to the ways of the sword. They often work in the service of a lord or belong to a great house. Swordsman generally rise quickly in the ranks of the military.

Requires: ST bonus +2 or better, must be human or dwarf

Cost to join: 5HP

Cost to level: 5+3xlevel

Hits/level +3

Prohibitions: Cannot use magic

Powers: Can use any sword and wear any medium or lighter armor. You gain +2 CR with any sword per guild level.

0 level Novice:

- You can repair and mend swords (ST). Requires tools.
- You can use a sword as well in either hand
- You can kick a medium sized humanoid legs out from under them once per combat. Opponent can avoid being swept with a 12+ (AG)RR. The opponent will fall and be vulnerable (+2 CR to hit) for 1 turn until they recover to their feet 12+ (AG)RR.

1st level Apprentice:

- You can carry and use a sword in each hand. You can use either one to make an attack while the other will give a +1 Def.

2nd level Professional

- You can kick a medium sized humanoid legs out from under them once per combat. Opponent can avoid being swept with a 14+ (AG)RR. The opponent will fall and be vulnerable (+2 CR to hit) for 1 turn until they recover to their feet 14+ (AG)RR.
- You can tell if a weapon is good or high quality and can tell if it is magical but won't know how or in what way it is.

3rd level Journeyman

- You can carry and use a sword in each hand. You can use either one to make an attack while the other

will give a +2 Def.

- When you full parry you gain a +4 to Deference

4th level Master

- You can throw one of your swords to make a medium ranged attack.
- You give an extra +2 Dmg with any sword.
- When you dual wield swords you can make an attack with each sword for 2 separate attacks.

5th level Adept

- You can kick a medium sized humanoid legs out from under them once per combat. Opponent can avoid being swept with a 16+ (AG)RR. The opponent will fall and be vulnerable (+4 CR to hit) for 1 turn until they recover to their feet 16+ (AG)RR.
- All attacks you make with a sword are considered magical.
- You can carry and use a sword in each hand. You can use either one to make an attack while the other will give a +3 Def.

Wizard

A mighty hero highly educated and trained in the ways of magic. Wizards are good at making things disappear and reappear often in a puff of smoke.

Requires: IN bonus +4 or better

Cost to join: 10HP

Cost to level: 10+4xlevel

Hits/level +1

Prohibitions: Cannot wear armor

Powers: Can use and cast wizard magic

0 level Novice

- you can read and write wizard script and d4 other languages(In)
- you can cause small objects disappear and reappear
- your magic can cause tiny(d4) damage
- you can make smoke of any color and swirl it around you and follow your commands

1st level Apprentice

- your magic can cause small(d6) damage
- you can make medium sized objects dance around and move
- you can cause loud pops, bangs and whizzes
- you can cause bright flashes of light and puffs of smoke
- you can create and control gusts of wind and small dust devils

2nd level

- your magic can cause medium(d8) damage
- you can make the wind lift you into the air
- you can move around medium sized objects including enemies
- you can make small objects disappear and reappear when you want

3rd level

- you can make the wind lift and move large objects like horses

- you can teleport medium sized objects up to medium range
- you can cause loud explosions that would wake a town
- you can create and command columns of fire and smoke
- you can make the ground shake

4th level

- your magic can cause large(d10) damage
- you can lift and move around giant items
- you can teleport yourself far distances
- you can make large objects disappear and reappear
- you can cause medium sized objects to vanish and reappear whenever you need them

5th level

- your magic can do giant(d12) damage
- you can teleport yourself any distances
- you can teleport and move medium sized objects far distances
- you can cause Gail force winds
- you can create thundering explosions that will knock down small houses

17) Armor gives a bonus to Def when worn. Types of armor:

First layer

- +1 Heavy Cloth (leather/hide)
- +1 Quilted
- +1 Padded

Second Layer

- +1 Ring mail
- +2 Studded (scale)
- +2 Jazeraint (banded)
- +2 Chain Mail

Third layer

- +2 Lemellar
- +3 Plate mail

Armor is meant to be worn in layers and a person is rarely covered in an entire type of armor. This list is mean to be used as a guide by a GM to create their own suites of armor for their campaign world. In general the body is divided into 4 parts: head, body, arms and legs. It is very rare that a hero would be completely covered in a single type of armor. So if a hero were wearing padded grieves they would get a +1 to Def (grieves cover the arms and arms are 1 location). If those grieves included studded armor they would give +3 Def. Likewise a chain shirt would cover the body and give +2 Def but if it included a coif it would give +4. Add padded underneath (which was common) and the shirt would give +6 Def. But since a shirt only covers half the body it might only protect +4 Def. Generally speaking doubling up a layer won't give much more protection. If the same combination were instead a hauberk it might grant a +7 Def (3 for the body, 2 for the upper arms and 2 for the upper legs) The GM should stick to a

maximum 3 layers and they should be in order, though obviously they are free to do whatever they like. It is fantasy after all. Armor available to a hero should only be what is their cultural norm until they travel.

If you would like a more traditional simplified version of armor use this:

Padded +2 Def
Leather +2 Def
Chain +4 Def
Plate mail +8 Def

Buckler +1 Def
Shield +2 Def

I've never understood what simplified armor like this is meant to represent exactly but this is my best guess. Feel free to alter the simplified armor however you see fit. More armor is listed in *Equipment*

18) Weapons are divided into categories for convenience. Each category also coincides with the size of creature that might be able to use it. If a weapon is one size larger than the hero or creature the weapon must be used as a 2 handed weapon. The size also shows how much damage the weapon can inflict.

D4 Tiny – large hat pin, foil
D6 Small – daggers, knives, fists, hand ax, short sword
D8 Medium – swords, maces, clubs, hammers, woodsman ax
D10 Large – 2 handed sword, pike, pole-arm, great ax
D12 Giant – boulders, tree trunks

19) Ranges are divided into 4 categories: **close** 0-5 meters, **medium** 6-10 meters, **far** 11-50 meters and **long** 50+ meters. If you don't like meters simply call the distances yards instead. In order to fight in melee creatures must be within close range. It will take a turn to close with an enemy at medium range and might take a few (3) to close with one at far. It is assumed most heroes and creatures move at around 8 meters per turn (8 yards is 24'). This isn't exactly precise but it's good enough.

20) Order of combat is resolved in **turns**. Each hero or creature in a combat will have a turn in which to take action. **Actions** can be anything from moving, casting magic or drinking from a flask.

21) The order in which combatants may take actions is called the **combat order**. In general there are two sides to any combat: the heroes and the creatures. Each side should make a 2d10 roll where the side that rolls first may take action first. Players may choose how to resolve the order of their actions among themselves. And the GM will decide the order creatures will take action. A more complicated system would entail every combatant rolls 2d10 and adds their AG bonus. The GM could then create a more comprehensive order of combat. A new order of combat should be made after everyone has had a turn to take action. This system's default order of combat is the first since it is the simplest and smoothest. After everyone has acted the turn is over and a new turn may begin. The exceptions are that hero's and creatures with ready ranged attacks should always get to act first and spell casters should always be the last to act.

22) A combatant can choose to **move** and or **attack** on their turn. The order in which they choose to take these actions is up to them. Instead of moving or fighting they can choose to **act** instead. Acting is

where they do something other than moving or attacking, like drinking from a flask or opening a scroll. When acting a combatant is vulnerable and their Def lowers 4 points until they complete whatever it is they are doing. A combatant that moves past another or moves away from a combatant is also vulnerable and the combatant being passed or moved away from may make a free attack regardless of whether it is their turn or not. This attack is made with a +2 to their **Combat Roll (CR)**.

23) For the purposes of clarity a **combat roll** is called a **CR** even though in reality it's just an RR where the opponents Def is the difficulty to hit them. To resolve a CR roll the resolution die equal to or over the defenders Def number. Doing this is called **hitting** and not doing it is called **missing**.

24) A combatant that hits another does **damage** to their opponent. Doing damage means the combatant can roll the die for the weapon they are using (see 18). If it is a melee weapon then the combatant can also add their ST bonus to the damage total. This sum is then added to the targets total damage score. If this total exceeds the targets hits the target is wounded.

25) A target becomes **wounded** when their damage exceeds their hits. The combatant is out of the combat and possibly even dead. Roll 2d10 to see what kind of wound they have sustained. Heroes may add their EN bonus to this roll.

Wounds 2d10

2-10 Severe – death is immanent in d10 turns. If you receive help you need d10 months to recover. It's 90% likely you have permanent disabilities as a result of this wound.

11-15 Major – you have broken limbs and major bleeding. You will die without help and need d10 weeks to recover fully.

16-18 Minor – You have some bleeding and pain. You'll need d10 days of good rest to recover.

19-20+ Slightly – You were knocked out and will wake up bruised and embarrassed but good to go when the combat is over. You'll still have the damage though.

26) Recovering from injuries means taking time to rest. So long as you weren't wounded you will recover d10 hits for each day of full rest.

27) Sometimes it is necessary for a GM to know where someone was hit. For this purpose roll a d6 where 1 is the head, 2 is the body, 3 is an upper leg, 4 is a lower leg, 5 is an upper arm, and 6 is a lower arm.

28) A **good rest** is considered one where the hero does nothing for a 24 hour period and is able to sleep and relax. They also need access to food and water. A hero recovers D10 hits after a good rest. An **adequate rest** is 6-12 hours with food and water. A hero recovers D6 hits after an adequate rest. A **bad rest** is 4-8 hours without enough food or water. A hero will recover 1-2 hits after a bad rest. Obviously most rest periods will be some combination of these and so the GM should use their best judgment as to how many hits are recovered.

29) For the purposes of clarity a RR for casting magic is called an **(MR) magic roll**. And is modified by IN.

30) Magic is abstract, strange and dangerous. There are no spells in this system but rather descriptions of what a spell guild is likely capable of at different levels. **Casting a spell** is done through a **process of negotiation** between the player and the GM. The player will propose what they wish their hero to

accomplish through the use of magic (**a spell**) and the GM will determine if that effect falls within the scope of the hero's guild and the difficulty. If the spell is too powerful or falls outside the scope of the guild description the player can elect to increase the consequences of failing to cast a spell (MR) to convince the GM to allow the attempt. The player may also elect to destroy an item as part of the casting ritual in order to convince the GM (**spell ingredient**). Or both. Some players will find utility in carrying odd and valuable items for this purpose. In general difficulty for MR should start at (IN)12+ increase +1 for each subsequent guild level. A level 4 spell effect would therefore have a difficulty of (IN)16+. Failure of a spell effect within the scope of the hero's guild will result in the loss of a guild level for purposes of magic until the hero has had a good rest (see 28).

31) The point here is to make casting spells costly and difficult for the hero since magic is assumed to be inherently difficult and mysterious. The hero is playing with forces well beyond human understanding after all. The GM should avoid saying no to a player but rather make outrageous requests similarly outrageously costly and difficult to attempt. This system of negotiation allows for maximum creativity in the system but can be difficult at first and may take a little practice. Be patient, it is worth the effort I promise. Magic in this system is extremely powerful and the only limitation is what the GM puts on it and so it is paramount the GM take the negotiations seriously and players respect this fact. It may be necessary to remind particularly ambitious players that this is a fantasy game not a superheroes game.

32) The sorts of negotiated **spell failures** acceptable to the GM should be carefully considered as they will have a huge impact on the flavor of their campaign. Some possibilities include: wild disfiguring mutations, dire consequences to the caster and their friends, humorous and laughable results, summoning hostile demons and other monsters, even death (my hero's head will turn into a bouquet of flowers), or anything at all may be open for consideration. It's up to the GM and how they see their campaign world.

33) A player may wish to **maintain an effect of a spell** over many turns. In general this can be accomplished if the hero does nothing and makes a successful MR at the same difficulty as the original casting of the spell. Failure means the spell effect stops and the caster loses a guild level until they have a good rest. While the hero is concentrating they get no AG bonus to Def and are +4 CR to be hit. It is important to distinguish between maintaining an effect and casting a new spell.

34) Spells require **time to cast** but how much exactly is up to the GM. In general I always found requiring 1 turn is the most fun unless it's an overly powerful spell where I can require many turns or even weeks. The time required to cast a spell isn't up for negotiation. This is one of the greatest tools for a GM to limit too crazy spell ideas from determined players.

35) Legendary magic is powerful spells that were written down in a lost age. These are spells that must be **memorized** and can only be cast once as they are forgotten in the casting. Such spells are often found in mysterious and forbidden places. Such magics are written in specific magical languages and may be found in books, scrolls or even etched into ancient stone walls. A hero can memorize as many legendary spells as they have guild levels in a guild that can use that kind of magic plus their IN bonus. This value is called slots and some spells may require more than 1 slot to memorize. Players need to keep track of their hero's spell slots if they have legendary magic. Legendary magic does not need to be negotiated as the consequences of spell failure are laid out. A caster can memorize a spell again after an adequate rest. Such memorization requires an hour of study per spell slot.

Chime

Magic Type: wizard

Time to cast: 1 turn

Slots: 1

Difficulty: (IN)12+

This spell causes a gentle wind with a soft musical chime to blow over a small area. Up to 12 creatures within the area of 5 or fewer HP will be gently lulled to sleep. This spell will take d3 turns to take effect. Failure will generate a stinking wind with loud fart sounds that will immediately reveal the caster. The caster can fail on purpose if they wish.

36) The player will need to note down if their hero belongs to a **religion** or **follows a god**. Such a hero is called a **follower**. A follower is expected to adhere to the tenants of their **deity (god)** and in exchange may call upon the deity for **aid**. The chances of a deity answering the hero's prayer depends on how well the hero follows the tenants, how well they have served the loves of the deity, what they are requesting and the **temperament** of the god. The GM will need to keep track of this for each hero that is a follower. This is done using **faith**. As the hero adventures and interacts with the world the GM needs to add and subtract from the hero's faith according to the deities tenants, loves and hatreds. All heroes add their PR bonus to their FR (**see38**) regardless of their current faith. Players shouldn't ever know their hero's faith score. How much faith a hero earns by their actions is up to the GM and depends on the kind of world they run.

37) Praying to a deity and asking for favor risks **angering the god**. All gods, even the good ones, are finicky at best. The dangers of angering a god depends on the god being followed. You can find how they are likely to react in their description.

38) Deities **answer prayers (grant favor)** in different ways but will only answer prayers for things that concern them. If you ask for favor for something they don't like you will anger the god immediately. When a deity answers a prayer the hero's faith remains but if the hero doesn't answer the faith score will drop d6 points and the hero may even have angered the god. The GM checks to see if the god answers by rolling 2d10 and adding the hero's faith. Temperament is measured with 2 numbers. The first is their **anger threshold** and the second is the **pleasure threshold**. If the **faith roll (FR)** is equal to or lower than the gods anger threshold they become angry and if it is above the pleasure threshold they will grant favor. It should be mentioned that praying to certain gods is dangerous and even ill advised.

39) How a deity or even all deities **answer prayers** is entirely up to the GM and the kind of world they run. Some GMs may think players should be oblivious to whether their prayer was answered or not. They may keep how the prayer was answered a mystery so the player has to question if their hero was even heard. Other GMs may want their gods to respond in explosive awe inspiring ways. It all depends on the kind of game the GM wants. Either way gods are all powerful and can cause anything they wish to happen on the mortal plane.

40) A **Devotee** is a kind of follower (cleric, priest, acolyte) that has dedicated themselves entirely to following the god and has joined a guild for that purpose. A devotee guild looks very much like a magic guild except that their magic is granted instead of manipulated and so is more specific.

41) Example God

Aries

god of war

Symbols: sword, shield, helmet, spear

Loves: combat, war, valor, beauty, love making, blood lust, brutality

Hatred: weakness, peace, surrender, mercy, retreat

Temperament: 18/30

Prayer Type: sacrifice

Tenants: victory in battle, cruelty, brutality

Favor: send allies, reveal strategy, reveal item

Angered: sends enemies to kill or test follower, wasting disease

Aries is a much feared and even loathed god of war and destruction. Towns often celebrate Aries by binding up statues dedicated to him in an attempt to protect themselves. He finds this amusing but will be angered if they are not ripped off before nightfall as this would mean they think him weak. If the bindings are cut instead of torn he will become angry. Aries often visits the mortal plane to make love to women he finds attractive. It is rumored he has many bastard children in the mortal realm. The other gods fear Aries and often plot against him so to keep him occupied and not warring against them.

Devotee to Aries

Requires: ST bonus +4 or better

Cost to join: 7HP

Cost to level: 7+3xlevel

Hits/level +3

Prohibitions: Cannot retreat, show mercy, or back down from any fight

Powers: Can use any weapon but can only wear medium armor. You gain +1 CR with any sword or spear per guild level.

0 level Novice:

- You gain +1 CR when opposing greater numbers
- You gain +1 CR when facing a foe 1 size larger or greater

1st level Apprentice

- You inflict +1 hit when using a stabbing or slashing weapon
- You gain +1 CR if you've already killed an enemy that day
- Your damage lowers 1 point when you kill an enemy

2nd level Professional

- You gain +2 CR against enemies that flee or ask for mercy
- Your damage lowers 2 points when you kill a larger enemy
- You can rage for 1 turn for +5 CR and +2 Dmg against an enemy once per day

3rd level Journeyman

- You gain +2 CR if you have tasted your enemies blood today
- You gain +2 CR if you are covered in the blood of your enemies
- Your damage lowers 2 points when you kill an enemy
- Once per day you can crush the skull of a medium sized humanoid with 10HP or lower using one hand

4th level Master

- You can smash into a large enemy or smaller and push them back 5 meters(yards)
- You gain +3 CR if you have torn off any limbs of an enemy while they are alive
- Enemies of 10HP or less must make a (WP)12+ or flee from you in fear and panic
- Your damage lowers 4 points when you kill a larger enemy than yourself

5th level Adept

- Your damage lowers 4 points when you kill a medium sized enemy
- Your damage lowers 8 points when you kill a large sized enemy
- Your damage lowers 12 points when you kill a giant sized enemy
- Enemies of 15HP or less must make a (WP)14+ or flee from you in fear and panic
- Twice per day you can crush the skull of a medium sized humanoid with 15HP or lower using one hand

42) Money in this system is written in coins where a coin is assumed to be the dominant currency in use for example a gold coin. Fractions of a coin may indicate other coins. For example a .1 would indicate 1/10 of a coin. So that might be a silver coin where 10 silver coins make up a gold. The system is written like this so a GM or game designer can use whatever money and denominations quickly and easily.

43) Hero's start with 2d10×10 coins (20-200)

44) Items. This list isn't meant to be exhaustive.

General Items	Cost
Backpack (30-pound capacity)	5
Barrel	2
Bedroll	0.2
Bell	1
Block and tackle	5
Bottle of wine, glass	2
Candle	0.01
Canvas (per square yard)	0.1
Case (map or scroll)	1
Chain (10 feet)	30
Chalk, 1 piece	0.05
Chest	2
Crowbar	0.2
Fishing net (25 square feet)	4
Flask, leather	0.03
Flint & steel	1
Garlic, charmed	10
Grappling hook	1
Hammer	0.5
Holy symbol, wooden	1
Holy symbol, silver	25
Holy water (flask)	25
Ink (1-ounce bottle)	1
Ladder (10 foot)	0.05
Lamp, bronze	0.1
Lantern, bulls eye	12
Lantern, hooded	7
Lock	20
Manacles	15
Mirror, small steel	20
Musical instrument	5
Oil, lamp (1 pint)	0.1
Parchment (sheet)	0.2
Pole (10 foot)	0.2
Pot, iron	0.5
Rations, trail (per day)	0.5
Rations, dried (per day)	1
Rope, hemp (50 feet)	1
Rope, silk (50 feet)	10
Sack (15 pounds capacity)	1
Sack (30 pounds capacity)	2
Shovel	2
Signal whistle	0.5

Spell book, blank	25
Spike, iron	0.05
Tent	10
Torch	0.01
Water-skin	1
Wolfs-bane	0.1

Transportation	Cost
Cart, Hand	10
Horse, Riding	40
Horse, War	200
Mule	20
Rowboat	20
Wagon	50

Weapons	Damage	Weight (pounds)	Cost
Ax, battle ^{1, 2}	Medium	15	5
Ax, hand ³	Small	5	1
Club	Small	10	0
Dagger ³	Small	2	2
Flail (two-handed)	Large	10	8
Hammer, war	Large	10	1
Lance	Huge	15	6
Mace, heavy	Medium	10	10
Pole-arm, two-handed	Large	15	10
Spear ^{1, 2, 3}	Medium	10	1
Staff (two-handed)	Medium	10	0
Sword, bastard ^{1, 2}	Medium	10	20
Sword, long	Medium	10	15
Sword, short	Small	5	8
Sword, two-handed	Large	15	30
¹ Weapon can be used either one or two handed			
² When wielded two-handed, gain +1 damage bonus			
³ Can be used as both a melee and a missile weapon			

Suites of Armor	Def Bonus	Weight ¹ (pounds)	Cost
Heavy Cloth/Robes	+1	15	3
Padded	+2	50	4
Leather	+2	25	5
Heavy Furs	+3	30	4
Chain Mail	+4	30	60
Jazerant (Scale)	+5	40	120
Lamellar (Splint)	+6	40	900
Laminated (Banded)	+7	35	1000
Plate*	+8	70	10000
Joust*	+9	90	15000
Buckler	+1	3	5
Shield (small)	+2	5	10
Shield (medium)	+3	10	20
Shield (large)	+4	25	30

¹ Magical armor weighs half normal, * Requires special training, **Meant for tournaments only,

Ranged Weapons	Damage	Rate of Fire*	Range**	Weight (pounds)	Cost
Arrows (20)	--	By weapon	By weapon	1	2
Ax, hand**	small	1	close	5	1
Bolts, heavy (20)	medium	By weapon	By weapon	1	2
Bolts, light (20)	small	By weapon	By weapon	1	2
Bow, long	medium	2	long	5	60
Bow, short	small	2	far	5	15
Crossbow, heavy	large	1/3	far	12	20
Crossbow, light	medium	1/2	far	9	12
Dart	tiny	3	medium	2	0.2
Javelin	medium	2	far	5	0.5
Sling	small	1	far	1	0.2
Spear	medium	2	far	7	1
Stones, sling (20)	Tiny	1/2	medium	1	1 .001

*The number of times the weapon can fire in a turn by a skilled user **Can be thrown